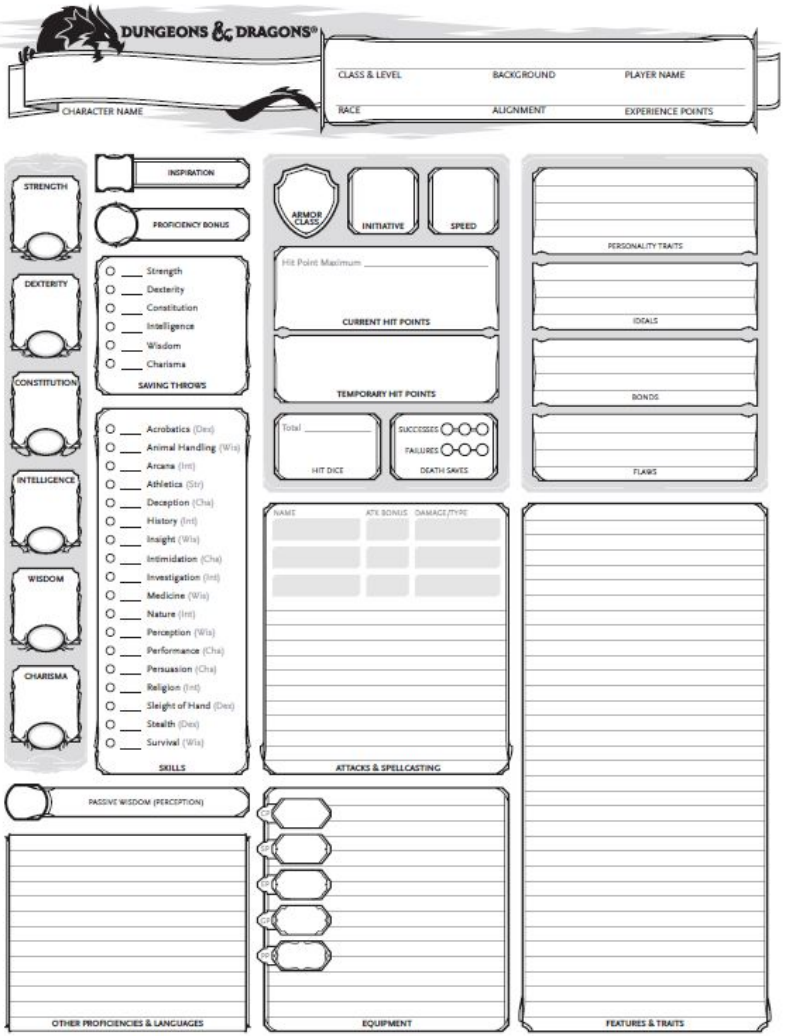
If the sight of one of these puts you in a cold sweat or has you seeing double, look no further.



This handy guide will help you fill out a character sheet like a professional!

race

Race

- In D&D, **race** refers to any intelligent humanoid species.

Race

Select a **race** now and record it near the top of your character sheet.

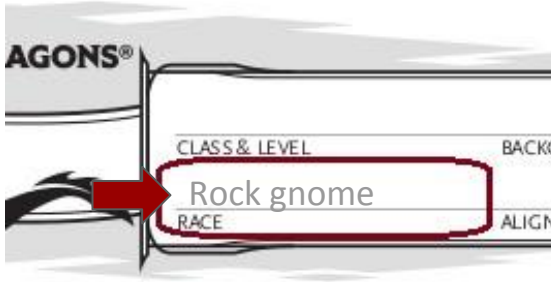
Common:

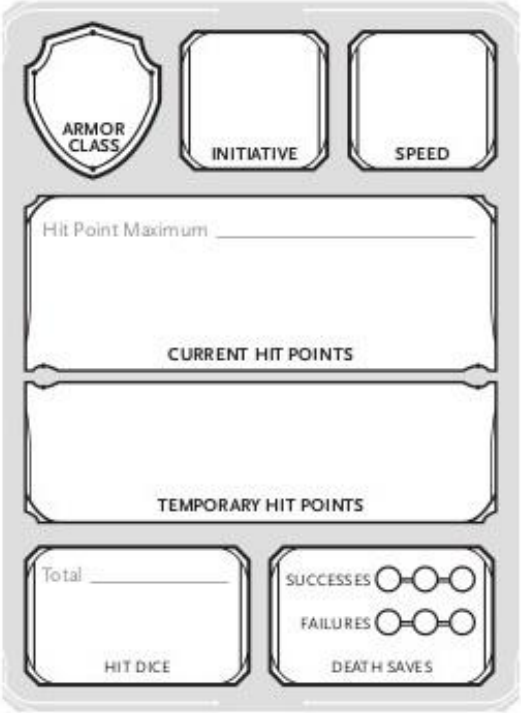
- dwarf
- elf
- halfling
- human

Rare:

- gnome
- half-elf
- half-orc
- tiefling

Also choose a **subrace** if you're playing a dwarf, elf, halfling, or gnome.

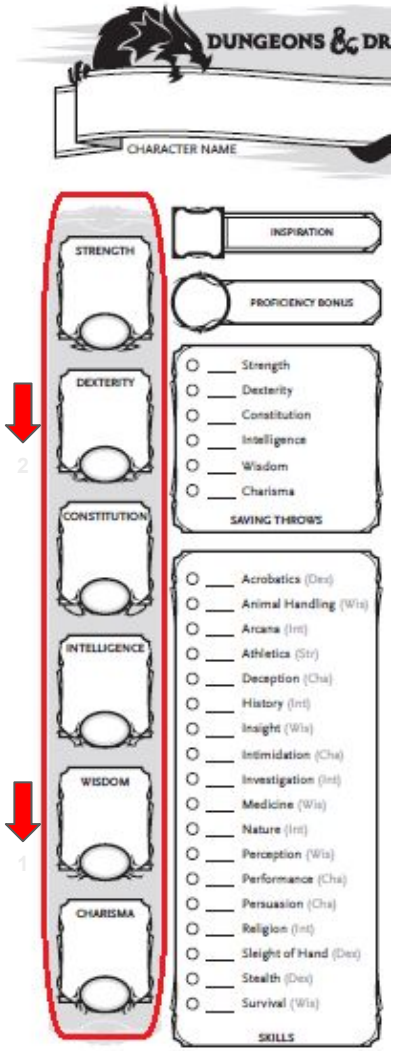




Race

Every race has an **ability score increase**.

Lightly jot down your ability score increase in the left-hand column on your character sheet.

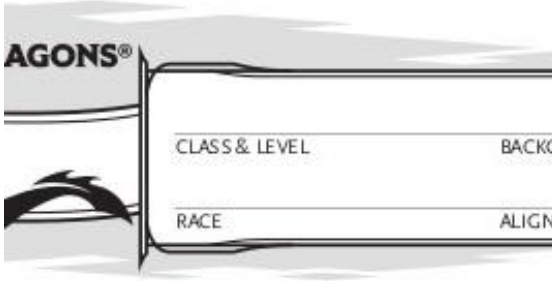


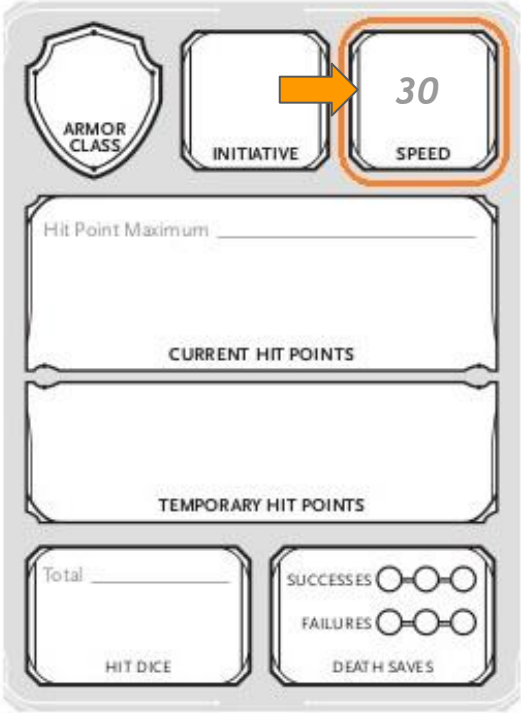
Race

Every race has a base walking **speed**, usually 25 or 30 feet.

This number represents how far your character can move in one turn in combat.

Record your speed in the box provided on your character sheet.





Race

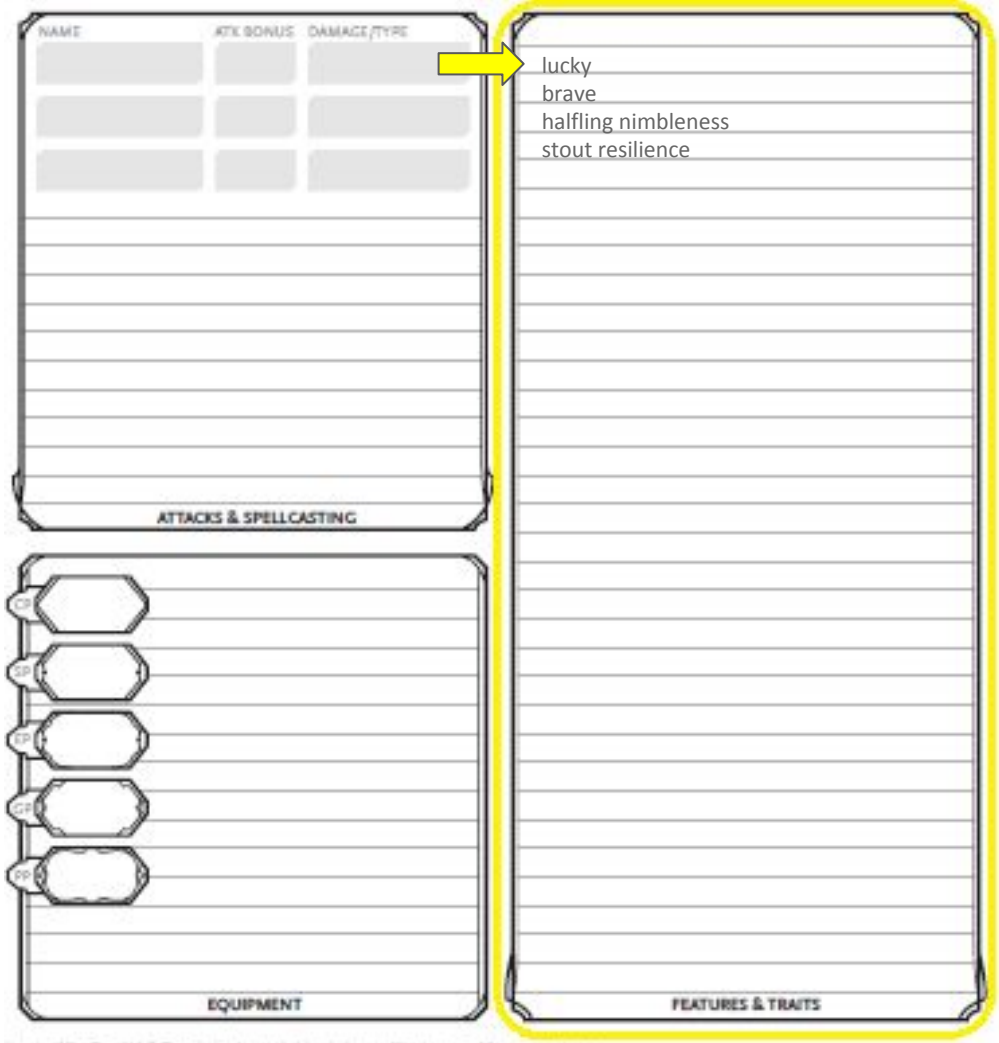
Your character possesses traits in common with his or her people.

List your race's traits in the lower right-hand box on your character sheet.

Dwarf: *darkvision*, *dwarven resilience*, *stonecunning* (hill dwarf: *toughness*).

Elf: *darkvision*, *fey ancestry*, *trance* (high elf: *cantrip*; wood elf: *mask of the wild*)

Halfling: *lucky*, *brave*, *nimbleness*, (lightfoot: *naturally stealthy*; stout: *resilience*)



Race

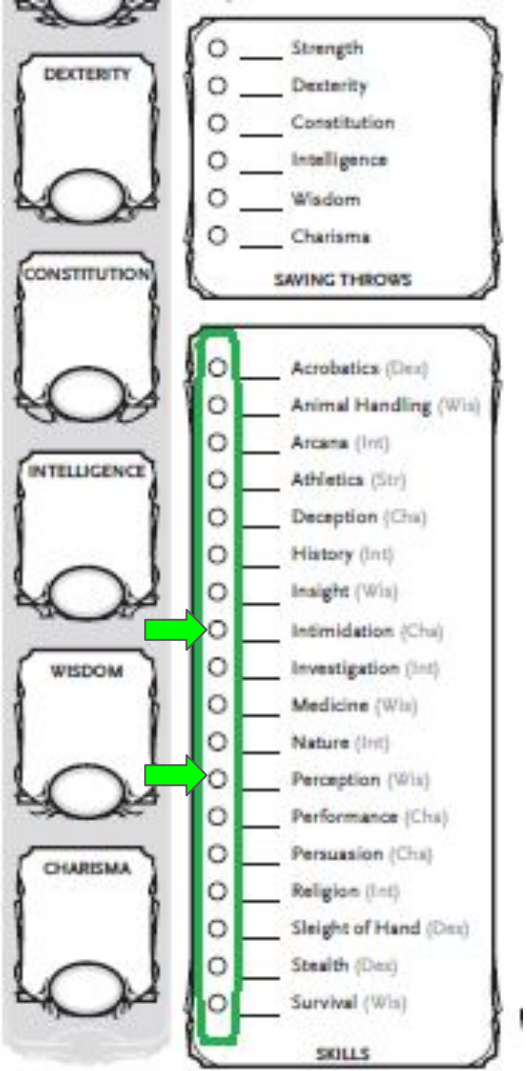
A few races gain skill proficiencies.

Proficiency represents a character's inborn knack or special training.

Elf characters should fill in the bubble next to Perception.

Half-orc characters should fill in Intimidation.

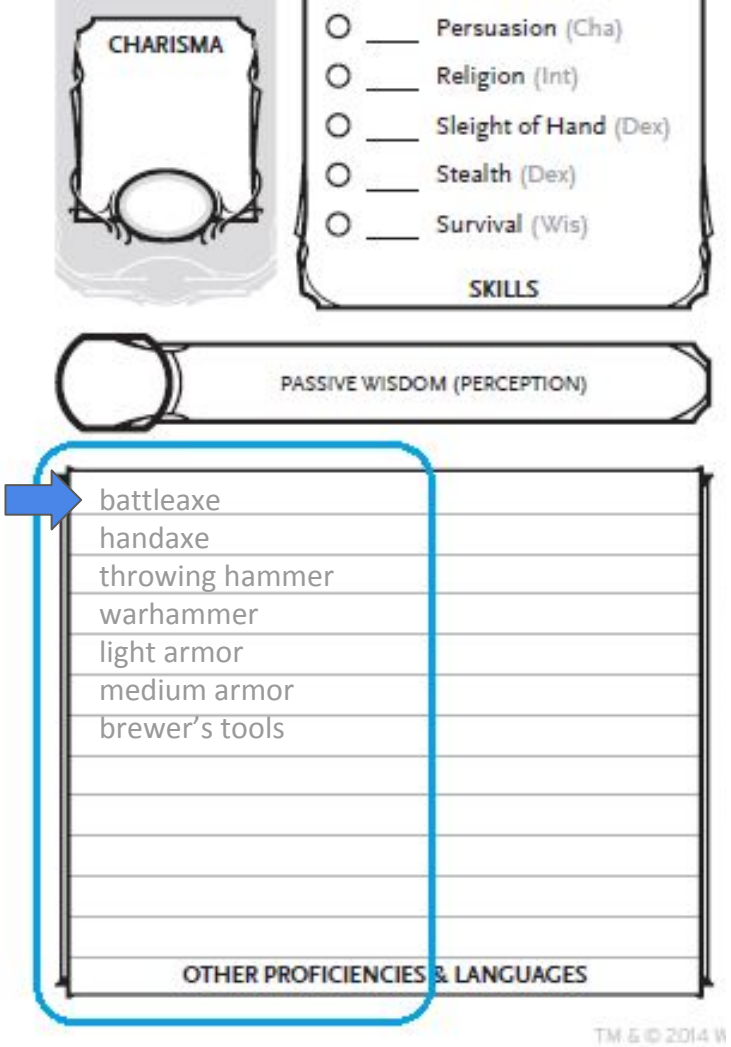
Half-elf characters should fill in any two.



Race

A couple of races gain tool or weapon proficiencies:

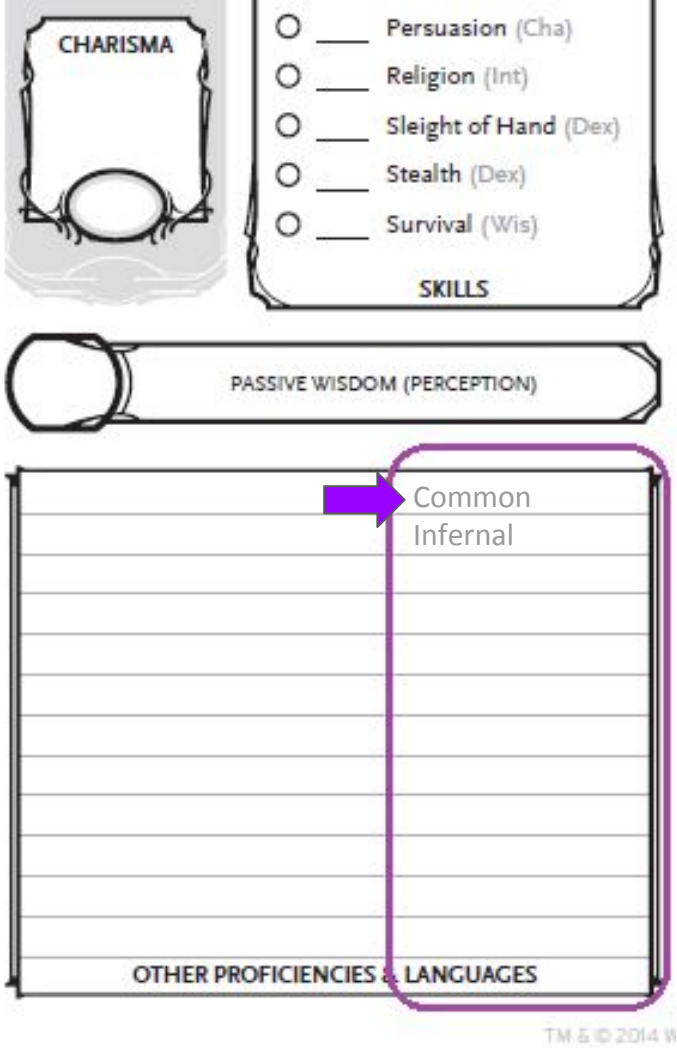
If you are a **dwarf** or **elf**, write down your proficiencies in the lower left box on your character sheet.



Race

Every race speaks at least two **languages**. Half-elves speak three.

Write down your languages in a separate column in the proficiencies box.



background

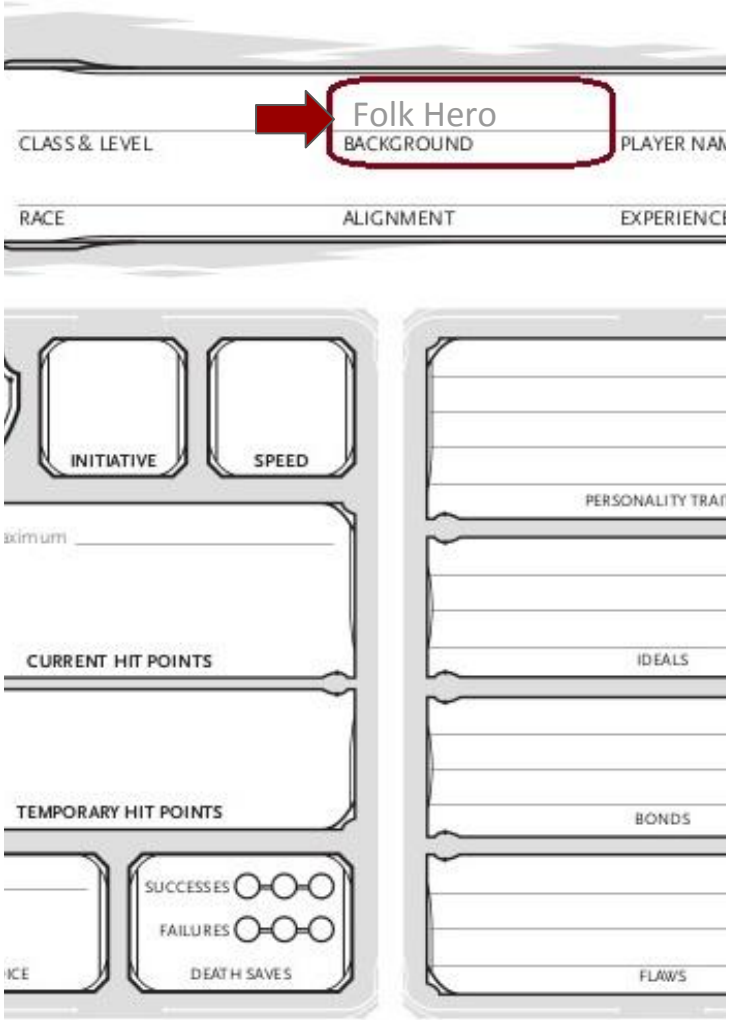
Background

Your **background** is what you were before you became an adventurer.

- acolyte
- charlatan
- criminal
- entertainer
- folk hero
- guild artisan
- hermit
- noble
- outlander
- sage
- sailor
- soldier
- urchin

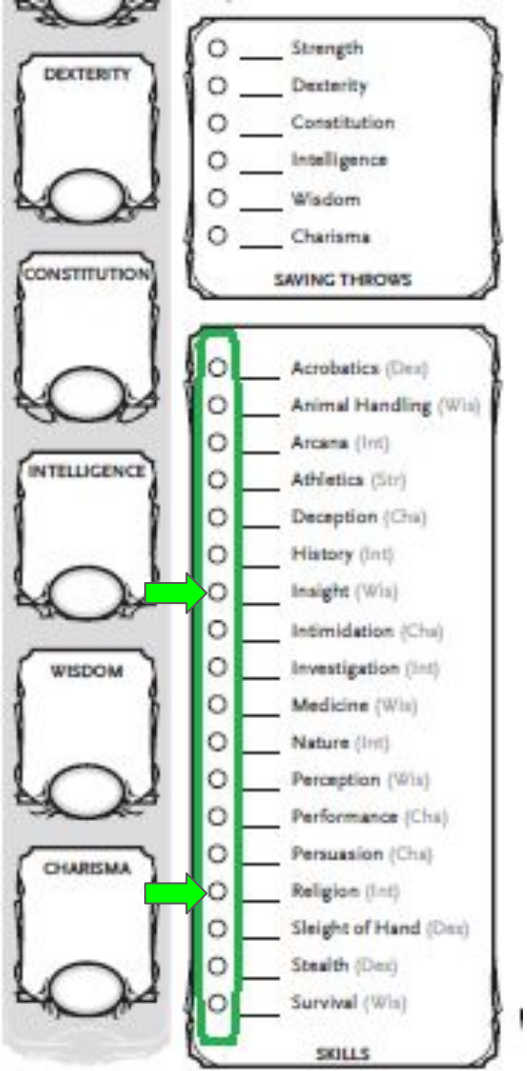
Background

Select a **background** now and record it at the top of your character sheet.



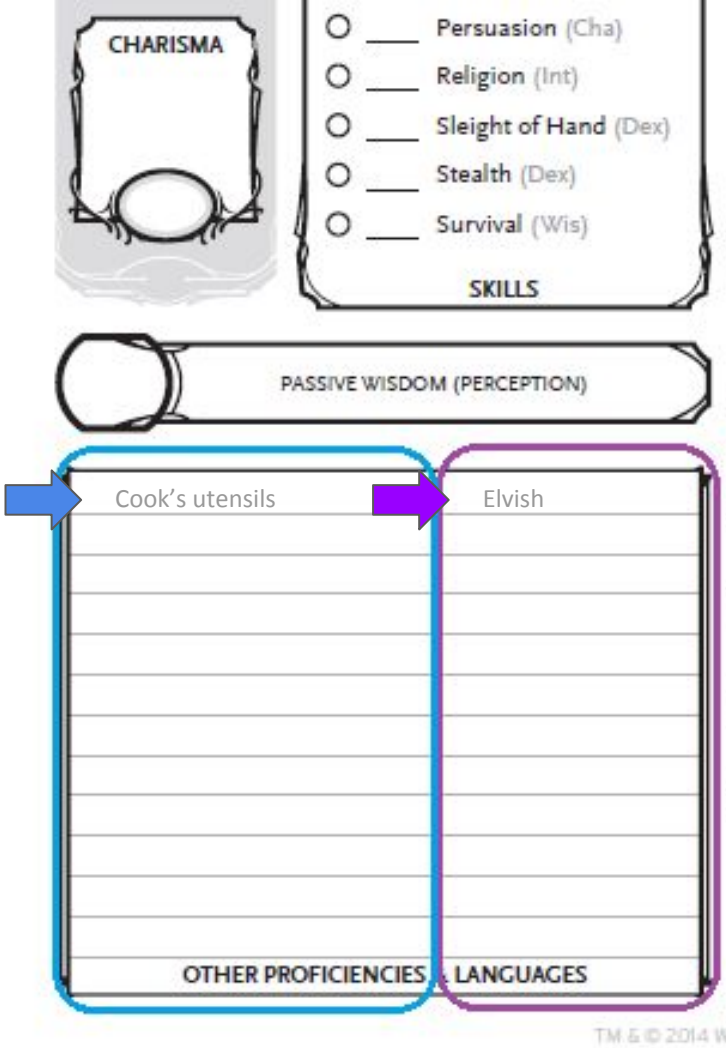
Background

Your background gives you two skill proficiencies.



Background

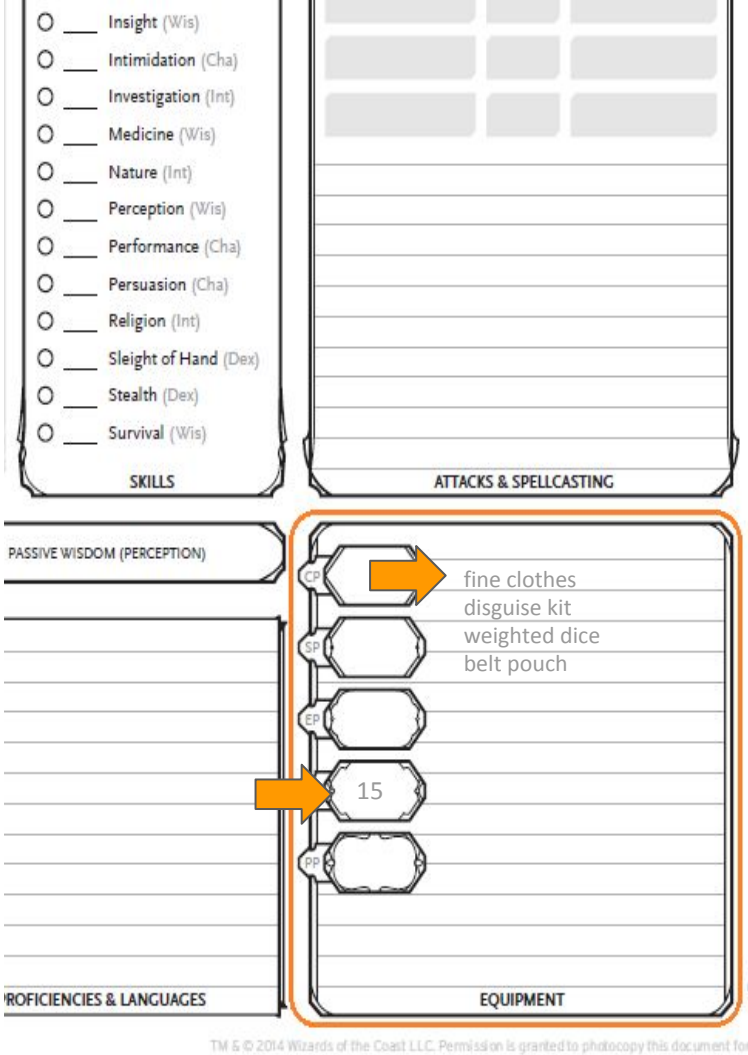
Your background grants you two tool proficiencies, two languages, or one of each.



Background

You also pick up equipment related to your background.

The **gold pieces** can be recorded in the box labeled **GP**.



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Background

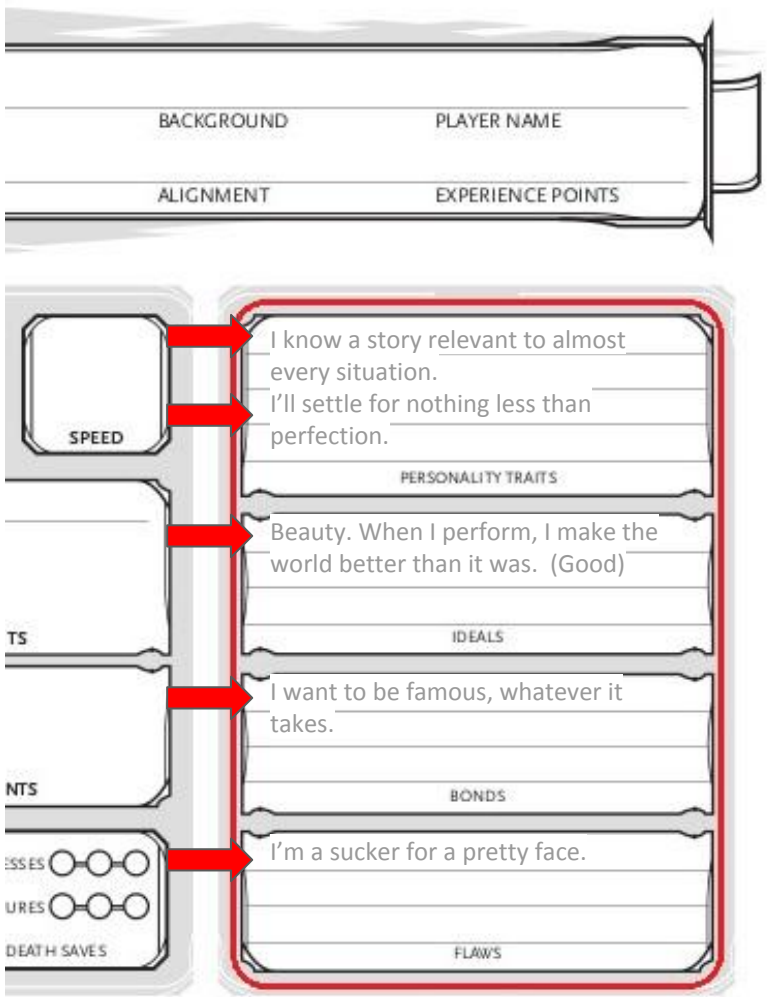
You have a feature unique to your background.

Record it below your race traits.

Background

Backgrounds have suggested personal characteristics. Roll randomly or choose from the options.

You earn **inspiration** points for roleplaying your character's personality.



class

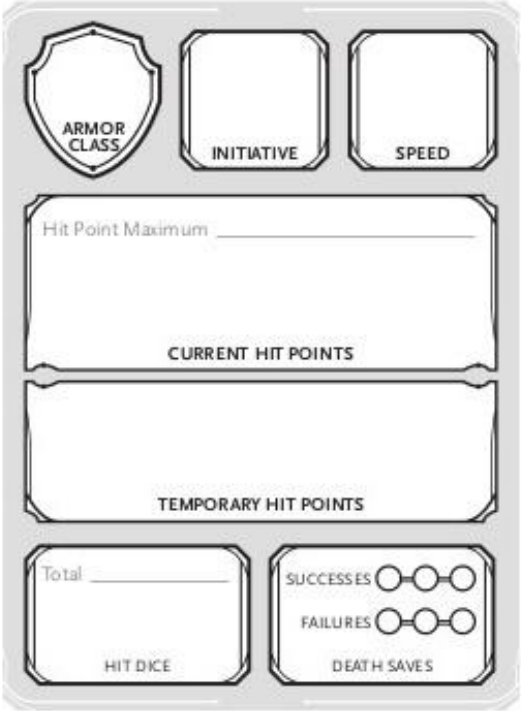
Class

Your **class** is your character's calling—it's the primary definition of what he or she can do

- Barbarian: a fierce warrior of primitive background who can enter a rage
- Bard: an inspiring magician whose power echoes the music of creation
- Cleric: a champion who wields divine magic in service of a higher power
- Druid: a priest wielding the powers of nature & adopting animal forms
- Fighter: a master of martial combat, skilled with weapons & armor
- Monk: a master of martial arts, harnessing the power of the body in pursuit of physical & spiritual perfection
- Paladin: a holy warrior bound to a sacred oath
- Ranger: a wilderness warrior who uses martial prowess & nature magic
- Rogue: a scoundrel who uses stealth & deceit to outfox obstacles & foes
- Sorcerer: a spellcaster who draws on inherent magic from a gift or bloodline
- Warlock: a wielder of magic derived from a deal with an extraplanar entity
- Wizard: a scholarly magic-user capable of manipulating reality

Class

Select a **class** now and record it at the top of your character sheet. You start at **1st level**.



Class

Your character has six **ability scores**:

- **Strength** measures bodily power & athleticism
  - Important for barbarian, fighter, paladin
- **Dexterity** measures agility & reflexes
  - Important for monk, ranger, rogue
- **Constitution** measures endurance & health
  - Important for everyone
- **Intelligence** measures reasoning & memory
  - Important for wizard
- **Wisdom** measures awareness & intuition
  - Important for cleric, druid
- **Charisma** measures force of personality
  - Important for bard, sorcerer, warlock

Class

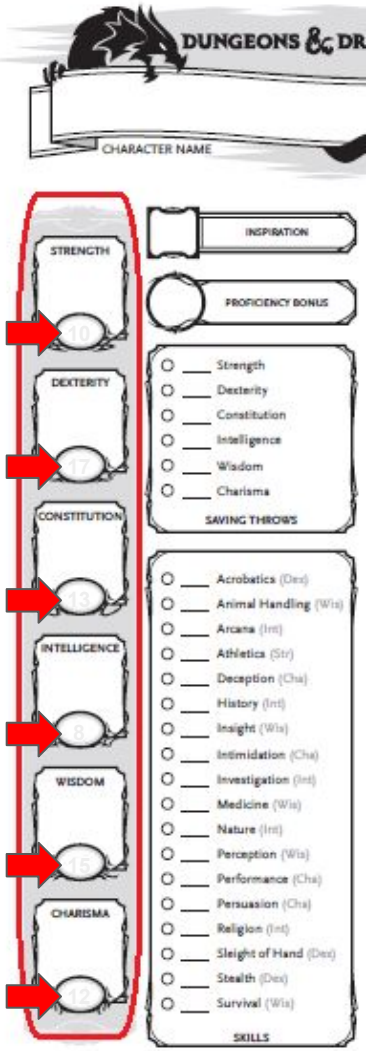
There are two methods for determining your six **ability scores**:

- Standard Array: 15, 14, 13, 12, 10, 8
- Point Buy: 27 points to spend

Ability Score Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Once you have your six numbers, assign each one to an ability score, adding any ability score increase from your race.

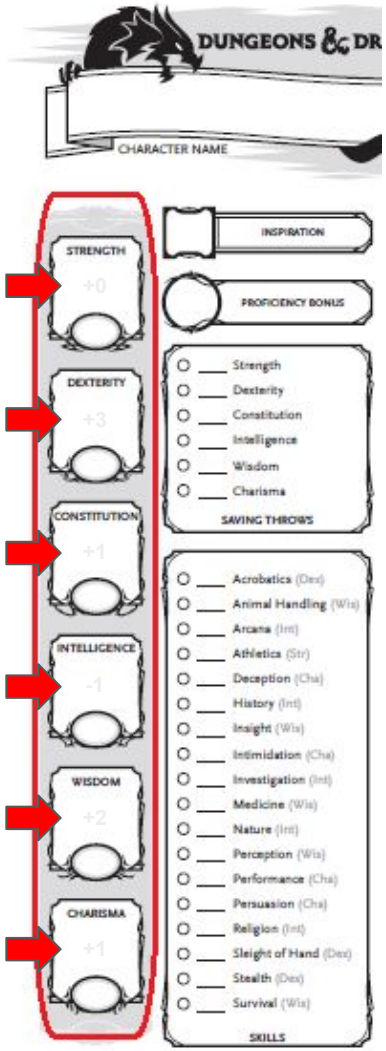


Class

Then record each ability modifier above its corresponding ability score.

Ability Scores and Modifiers

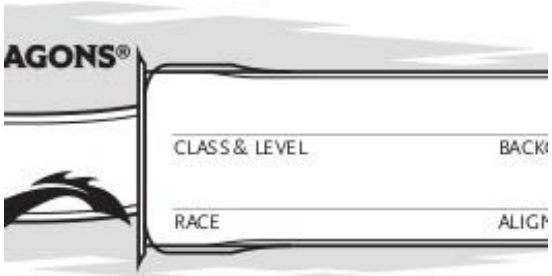
Score	Modifier	Score	Modifier
1	–5	16–17	+3
2–3	–4	18–19	+4
4–5	–3	20–21	+5
6–7	–2	22–23	+6
8–9	–1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

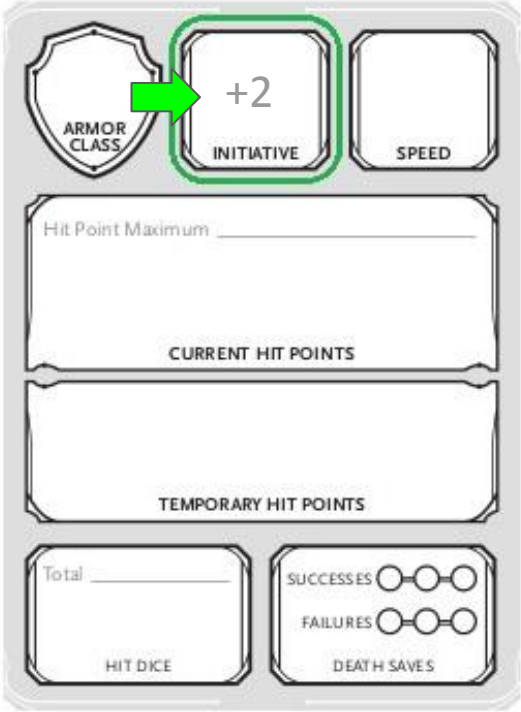


Class

Initiative determines the order in combat.
d20 + Initiative modifier.

Your Initiative modifier is the same as your Dexterity modifier.





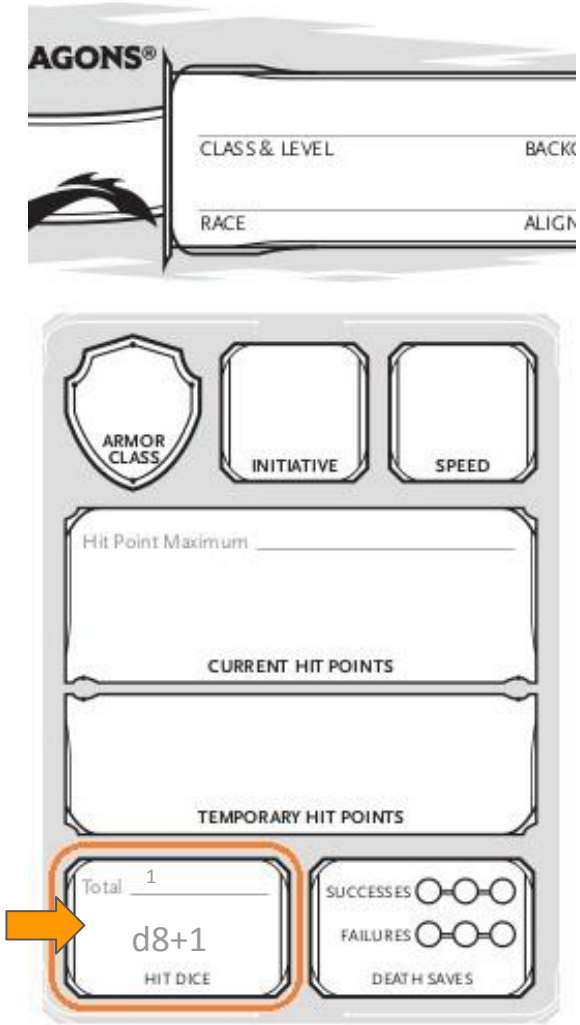
Class

You start with one hit die. The type of hit die is determined by your character's class. Add your **Constitution modifier** to it.

- Barbarian: **d12**
- Fighter, Paladin, Ranger: **d10**
- Bard, Cleric, Druid, Monk, Rogue, Warlock: **d8**
- Sorcerer, Wizard: **d6**

After a short rest, you can spend one or more hit dice to regain that many **hit points**.

After a long rest, you regain half your spent hit dice.

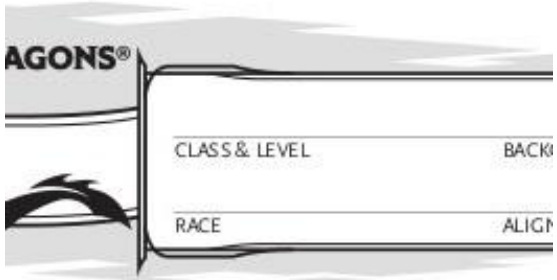


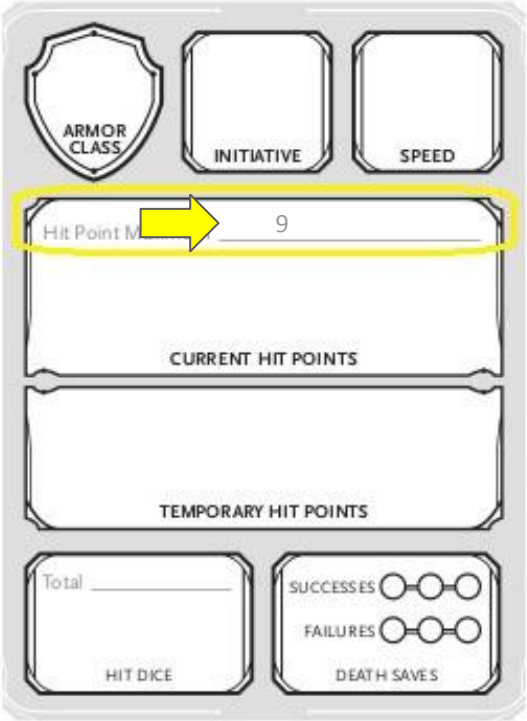
Class

Hit points (hp) measure how tough your character is, how much punishment you can take before losing consciousness.

You receive hit points according to your class

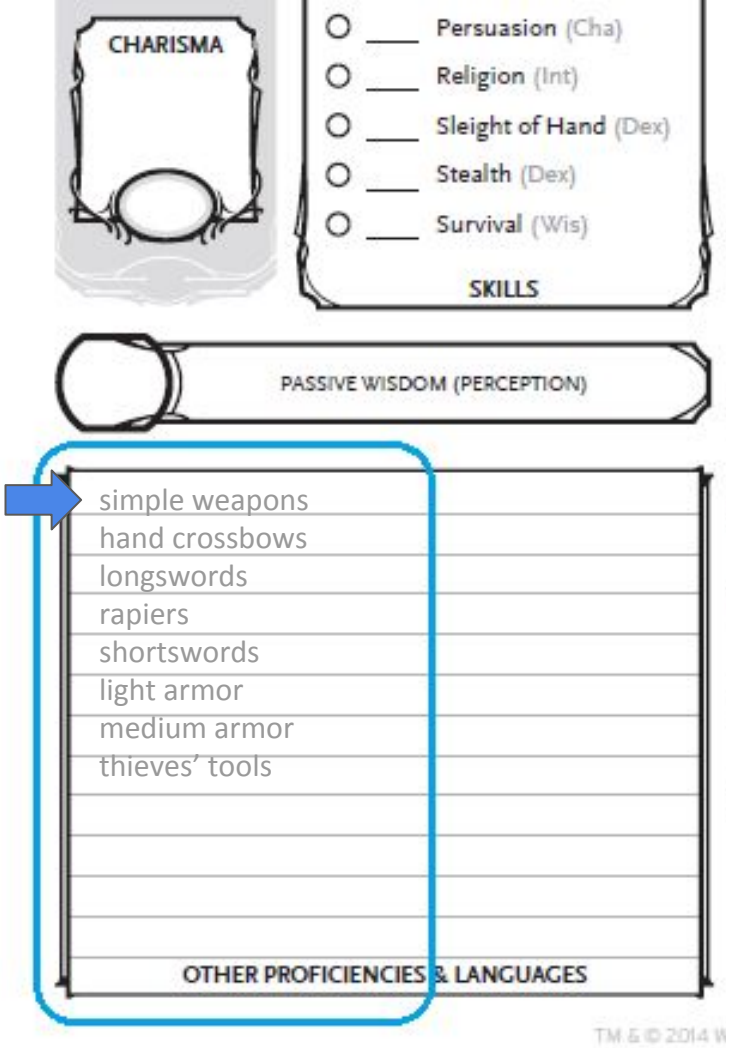
- Barbarian: **12 + Constitution modifier**
- Fighter, Paladin, Ranger: **10 + Constitution modifier**
- Bard, Cleric, Druid, Monk, Rogue, Warlock: **8 + Constitution modifier**
- Sorcerer, Wizard: **6 + Constitution modifier**





Class

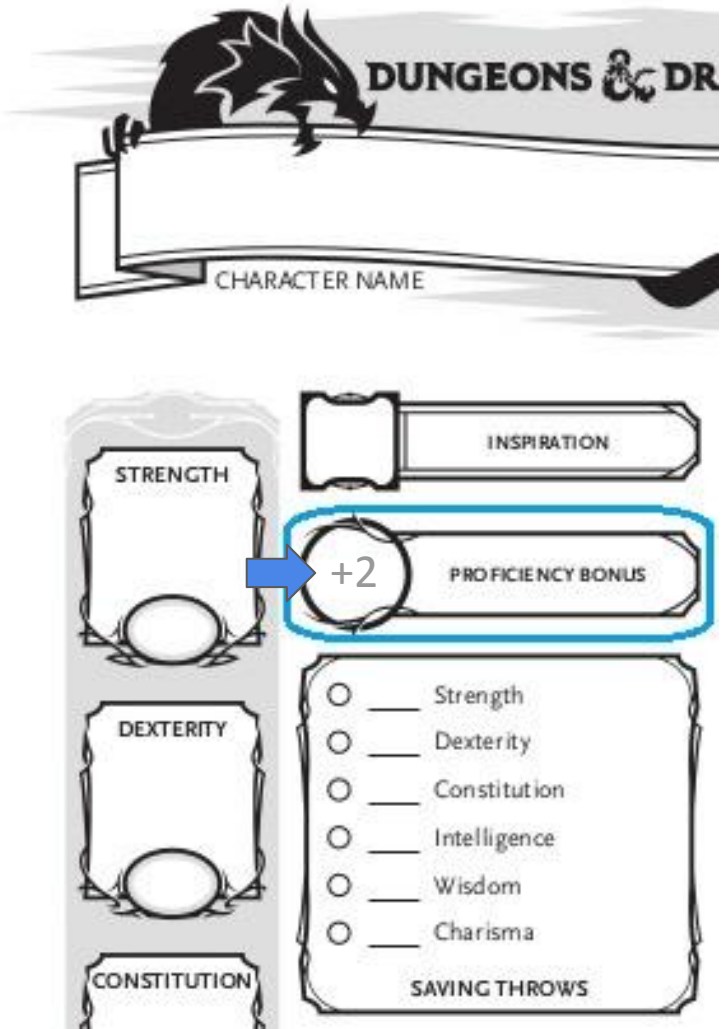
Classes may grant tool, armor and/or weapon proficiencies.



Class

Your proficiency bonus at 1st level is +2.

You add this bonus to rolls when using weapons, spells, skills, tools, and saving throws with which you are proficient.

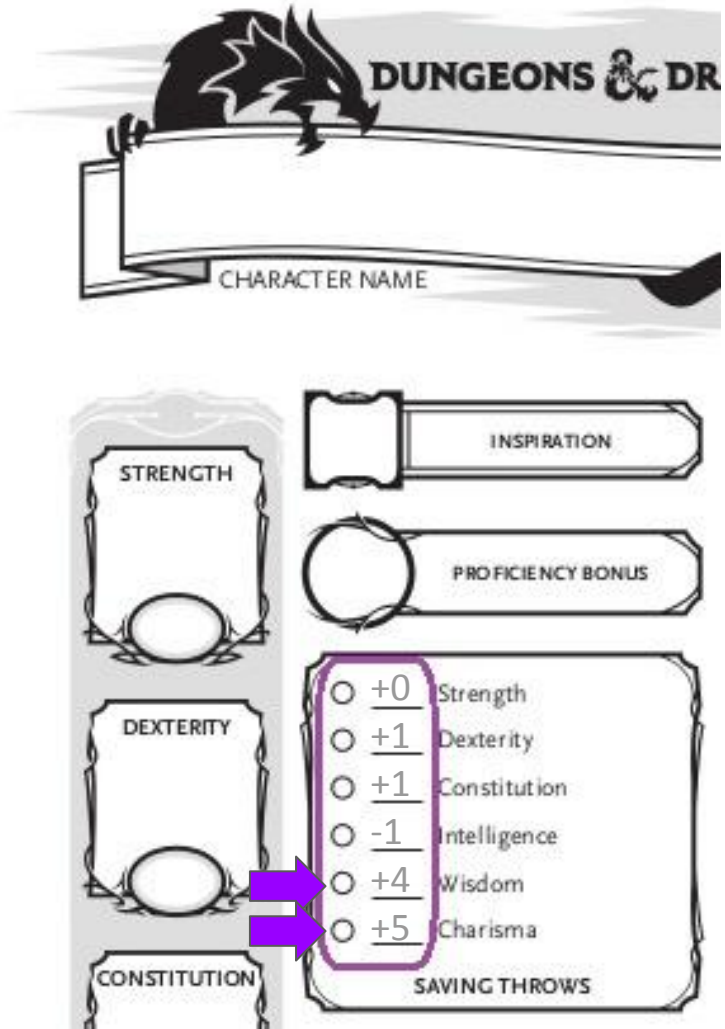


Class

Your class grants you two saving throw proficiencies. Fill in the corresponding bubbles.

Saving throws are the same as their corresponding **ability modifiers**.

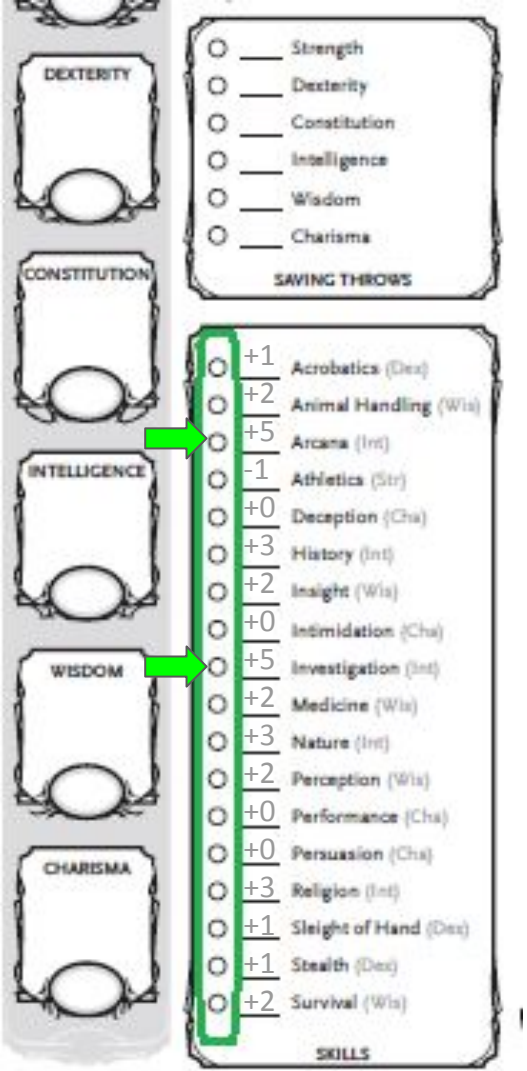
But add your **proficiency bonus** to those with which you are proficient.



Class

Your class grants more skill proficiencies, usually chosen from a short list.

Skill checks use corresponding **ability modifiers**. Add your proficiency bonus wherever bubbles are filled in.



Class

Pick up additional equipment from among the class options.

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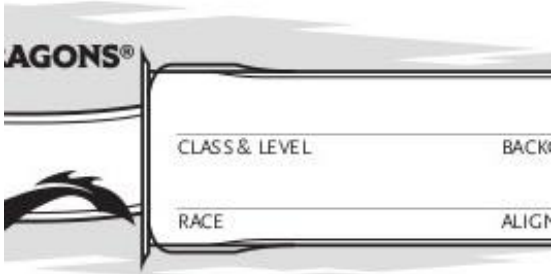
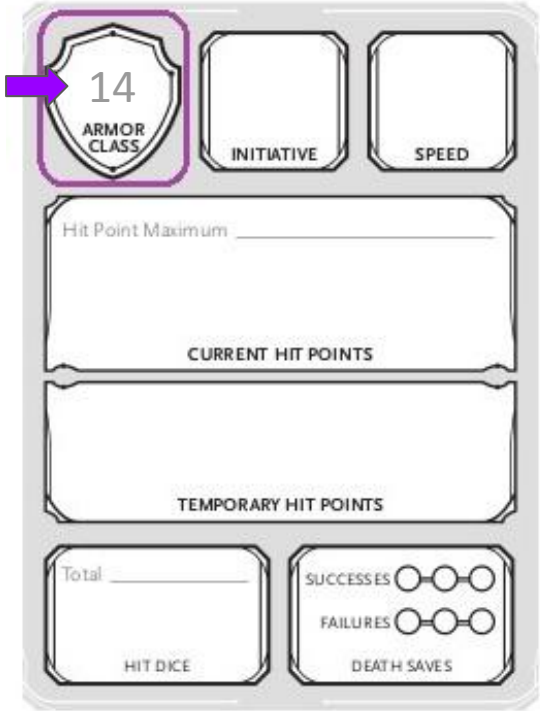
Class

Your Armor Class (AC) is the number enemies have to roll to hit you in combat.

- If you're not wearing armor, your AC is **10 + Dexterity modifier**.
- If you're wearing armor, refer to the Armor table on page 145.
- A shield adds **+2** to AC.
- **Barbarians** and **monks** have alternate methods for determining AC.

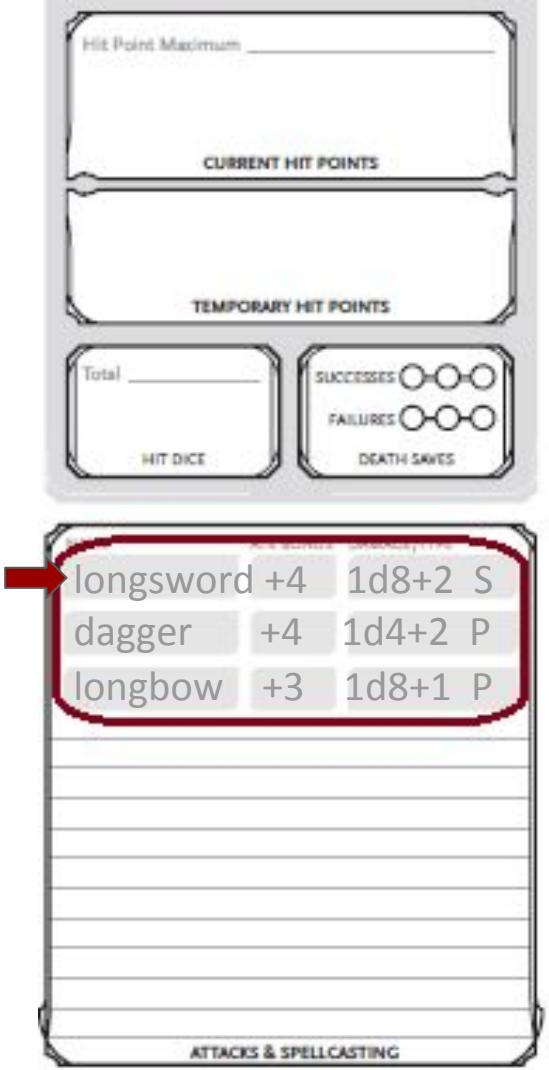




Class

When you attack with a weapon, roll a d20 and add your **proficiency bonus** & an **ability modifier**.

- For **melee** weapon attacks, use your Strength modifier for attack & damage rolls
  - **Finesse** weapons can use Dexterity instead
- For **ranged** weapon attacks, use your Dexterity modifier for attack & damage rolls
  - **Thrown** weapons can use Strength instead



Class

Your have various abilities unique to your class.

Record your class features below your **background feature**.

If you're a barbarian, fighter, monk, paladin, ranger, or rogue...

You're done!

DUNGEONS & DRAGONS®

Cleric 1	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Hill dwarf	Neutral good	
RACE	ALIGNMENT	EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +2 (14)
DEXTERITY −1 (8)
CONSTITUTION +2 (15)
INTELLIGENCE +0 (10)
WISDOM +3 (16)
CHARISMA +1 (12)

+2 PROFICIENCY BONUS

- +2 Strength
- −1 Dexterity
- +2 Constitution
- +0 Intelligence
- ● +5 Wisdom
- ● +3 Charisma

SAVING THROWS

- −1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +0 Arcana (Int)
- ● +4 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +3 Insight (Wis)
- ● +3 Intimidation (Cha)
- +0 Investigation (Int)
- ● +5 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- ● +2 Religion (Int)
- −1 Sleight of Hand (Dex)
- −1* Stealth (Dex)
- +3 Survival (Wis)

*See your equipment.

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

18 ARMOR CLASS | −1 INITIATIVE | 25 feet SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.

IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+4	1d8 + 2 bludgeoning
Handaxe*	+4	1d6 + 2 slashing

*You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

Cantrips. You know *light*, *sacred flame*, and *thaumaturgy*, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: *bless* and *cure wounds*.

ATTACKS & SPELLCASTING

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

Mercenary Sergeant. You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.

FEATURES & TRAITS

Proficiencies. All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)

Languages. Common, Dwarvish

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

OTHER PROFICIENCIES & LANGUAGES

10

Chain mail,* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

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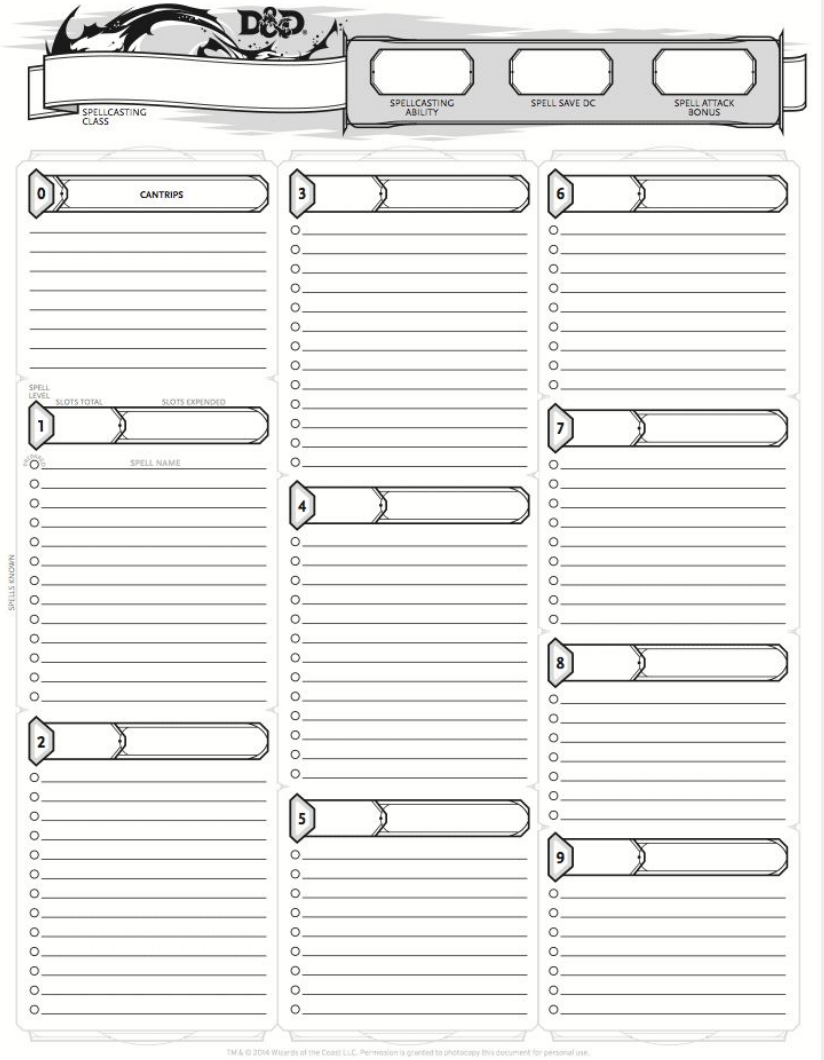
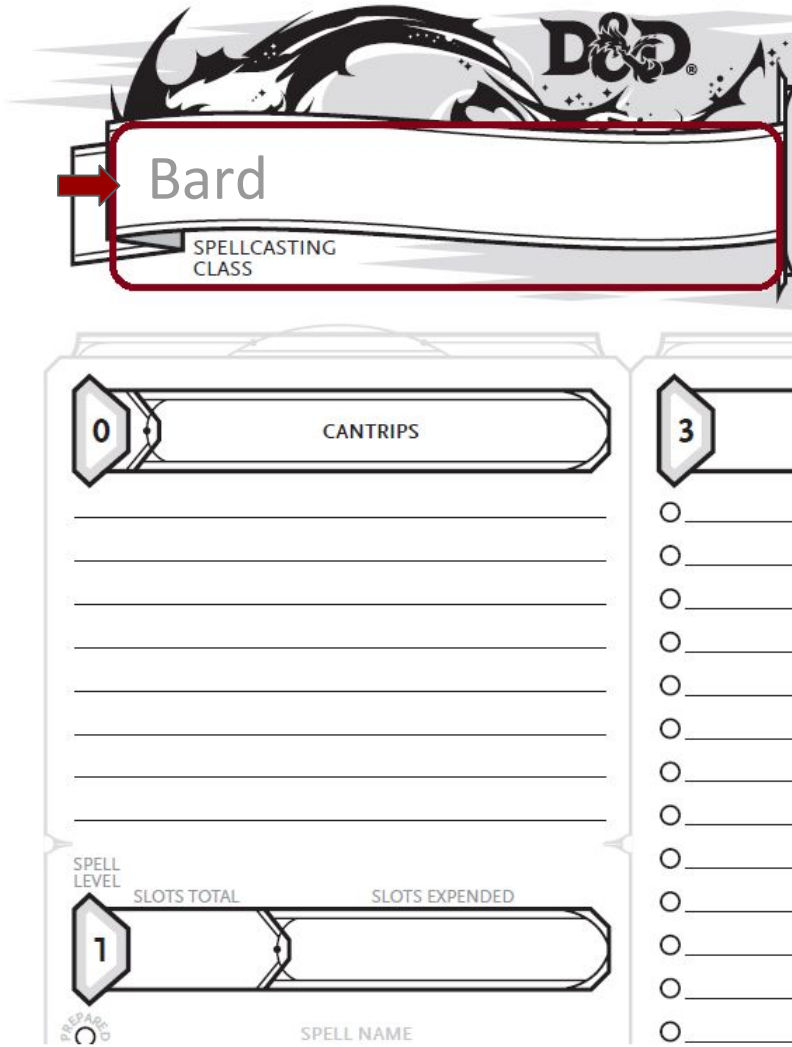
Everyone else is a spellcaster.



Class

First, write down your spellcasting class: bard, cleric, druid, sorcerer, warlock, or wizard.



Class

Fill out the spell stats on the right side.

Spellcasting ability

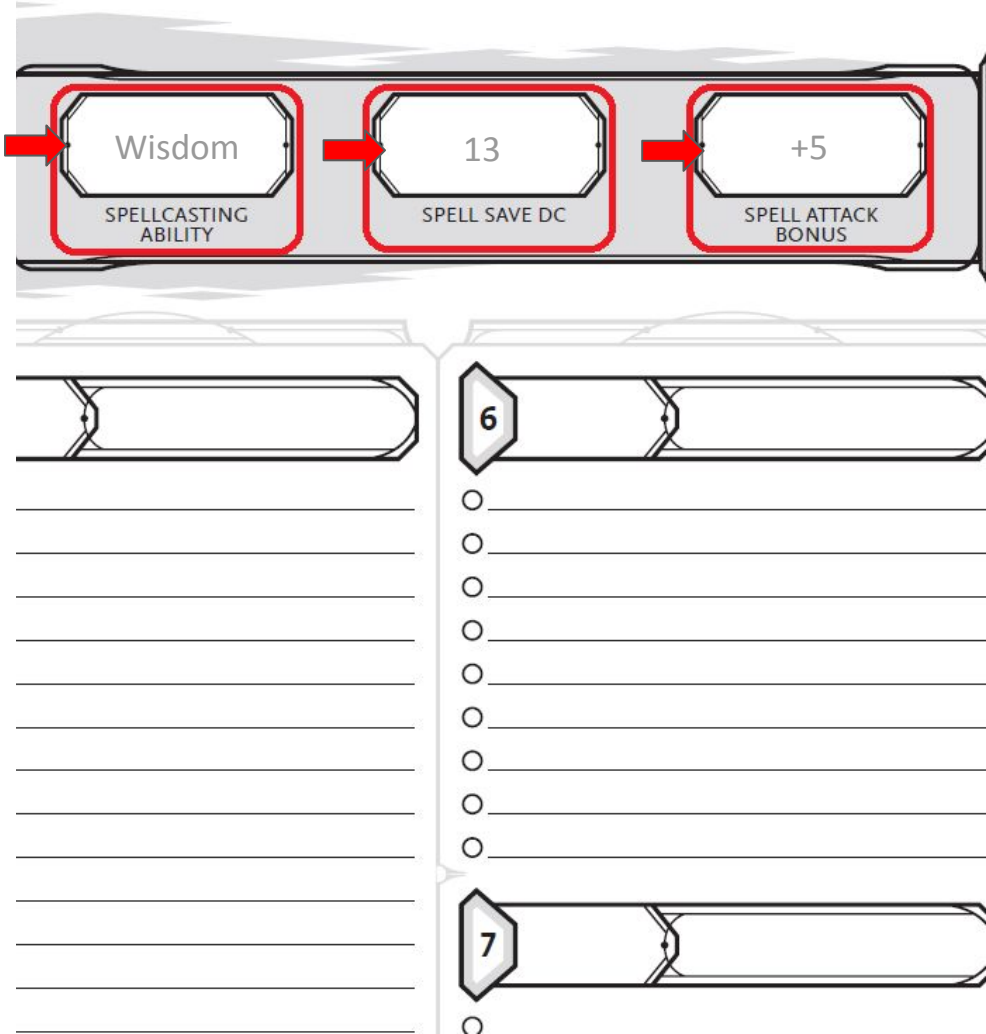
- Bard, Sorcerer, Warlock: **Charisma**
- Cleric, Druid: **Wisdom**
- Wizard: **Intelligence**

Spell save DC

- 8 + proficiency bonus + spellcasting modifier

Spell attack bonus

- proficiency bonus + spellcasting modifier

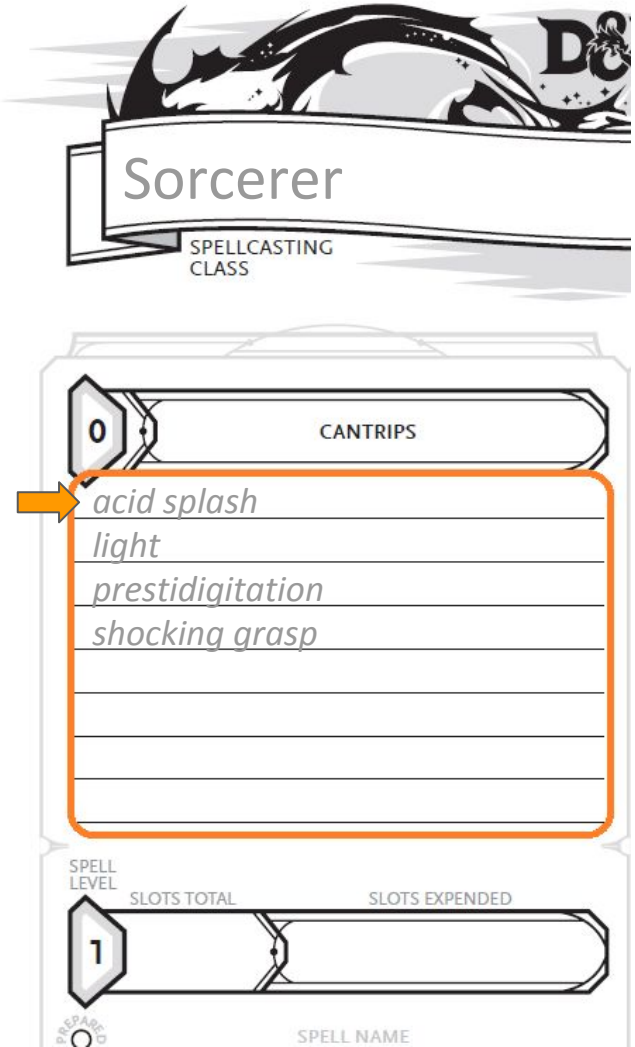


Class

Cantrips are spells that you can cast as many times as you want.

- Bard, Druid, Warlock: **2 cantrips**
- Cleric, Wizard: **3 cantrips**
- Sorcerer: **4 cantrips**

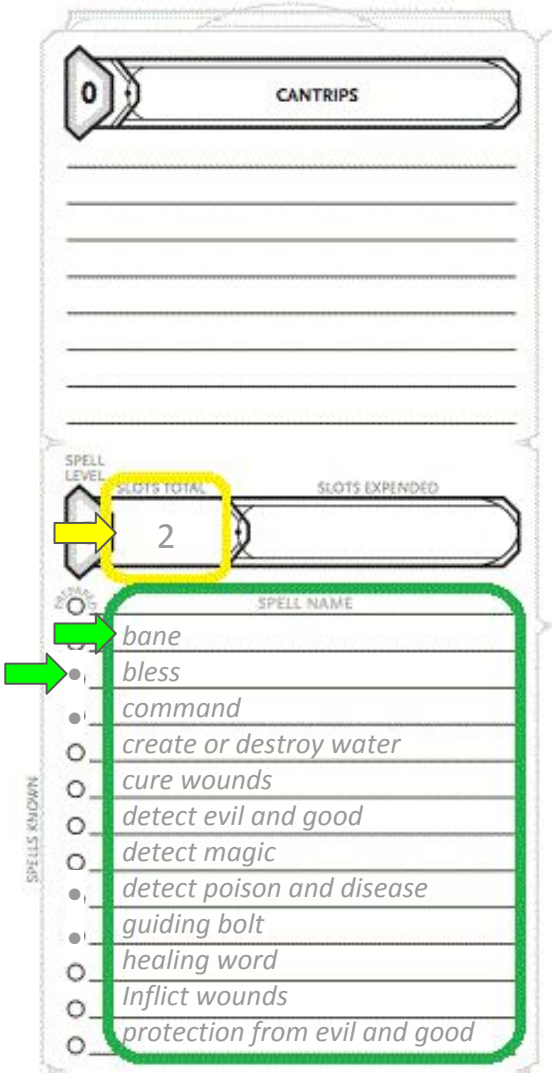
Choose your cantrips from your class **spell list**



Class

You can also cast **1st-level spells**

- **Bards** (4), **sorcerers** (2), and **warlocks** (2) *know* spells.
- **Clerics**, **druids** know every 1st-level spell from their respective spell list but can only *prepare* a number of them equal to **Wisdom modifier + class level**.
- **Wizards** have a spellbook with six 1st-level spells. They can *prepare* a number of them equal to **Intelligence modifier + wizard level**.

Record the names of known spells. Fill in bubbles of prepared spells.

You have a number of spell slots, the number of times you can cast spells before resting. Everyone has 2, except **warlocks** who have 1.